THE ULTIMATE STUNTMAN

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain T.V.

DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg.. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game. any stationary image can cause such damage. Please contact your TV manufacturer for more information.

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GROUND PURSUIT

Ultimate Stuntman will have to chase *Doctor Evil* along freeways and backroads, *through rivers and rapids*, dune covered beaches and many more. Some of Doctor Evil's hoods are waiting to ambush Ultimate, and there's more than a small army out there. *Watch out for rockfalls, missiles, bullets and bombs and other surprises.*Luckily, Ultimate Stuntman has weapons hidden along the route, so pick them up to improve your chances of ***success.***

GROUND PURSUIT CONTROLS

UP	Accelerate
LEFT/RIGHT	Move Left/Right
DOWN	Brake then reverse
A BUTTON	Turbo (if available)
B BUTTON	Fire weapons
START	Pause/Unpause

STREET COMBAT

It seems that Doctor Evil gets a kick from pitting his wits against the Ultimate Stuntman(TM), *now he's hidden the keys that unlock the protective forcefield for his hidden base all around the landscape, and watches on closed circuit TV as Ultimate Stuntman tries to find them.*Shown on the top right of the screen is how many keys Ultimate has left to collect, when they have all been found, a sign will flash to let you know that it's time to move on. Of course, **Doctor Evil** hasn't left the place unguarded, there's robot hoods all over the place, just waiting to end Ultimate's career!

STREET COMBAT CONTROL

LEFT/RIGHT	Move Left/Right
B BUTTON	Fire Weapons
A BUTTON	Jump
UP+A	Jump up
UP+B	Shoot up
DOWN+A	Jump off ledge
DOWN+B	Shoot down

ULTIMATE STUNTMAN- THE HUMAN FLY

Once the forcefield is disarmed and the Ultimate Stuntman has broken through the base perimeter, he'll find that the only way in is through the roof. Never fear, all Ultimate Stuntman has to do is a brilliant human fly act!
Doctor Evil is still playing dirty though - he's got a bunch of his hoods waiting in the building who will stop at nothing to prevent Ultimate Stuntman from penetrating the base. The only way to deal with the hoods is to wipe them out with his gun...

HUMAN FLY CONTROLS

UP/DOWN/LEFT/RIGHT	Move Ultimate Stuntman
A or B BUTTONS	Move target and fire
START	Pause/Unpause

The Display - how to use it.

The search for Doctor Evil will take Ultimate StuntmanTM through lots of different action scenarios Ultimate will probably travel through each type of action scenario more than once and probably in different vehicles.
On each scene, the screen will display(on the top left) an energy bar with five squares, if all these are lost, Ultimate Stuntman will loose a life. Also,If you take too long on these scenes the trail will go cold and Ultimate StuntmanTM will forfeit a life.
Turbos and **keys** to collect are displayed on the top right and are explained with each section...

BOMB DISPOSAL

If Ultimate Stuntman™ makes it into the base, it is just possible that Doctor Evil *will have escaped,* leaving a bomb behind to destroy any evidence and maybe Ultimate Stuntman too!
To diffuse a bomb, all the microchips must be removed from the triggering device before the timer sets off the bomb. It's lucky that Ultimate Stuntman always carries a soldering iron!Some microchips will need need to be de-soldered more than once to fully remove them, and Doctor Evil has laid a few booby-traps along the way like all good bomb makers do!Follow these rules to diffuse the bomb.**1**: You can only de-solder a chip that is next to one you have just de-soldered**2**: You can't de-solder the same chip twice in succession -*you'll risk it overheating and setting the bomb off.*

BOMB DISPOSAL CONTROLS

UP/DOWN/LEFT/RIGH	Move pointer
ALL OTHER BUTTONS	Reset the puzzle

MICROLIGHT PURSUIT

Doctor Evil has fled, taking to the skies in one of his heavily armed microlight planes. Ultimate Stuntman™ must of course follow the Doctor (who is an expert pilot) to his top secret destination, in a microlight... *Fly over the tricky terrain,* being careful not to crash the craft into rocks and cliffs. *You'll have to squeeze through gaps in solid rock* walls, so you'll have to trim your flight path to exactly the right altitude... you're the only one that can do it!

MICROLIGHT PURSUIT CONTROLS

LEFT/RIGHT:	move left/right
UP	Climb
DOWN	Dive
START	pause
A BUTTON	Keep slow
B BUTTON	Fire weapons

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy

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The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

(1) This device may not cause harmful interference and

(2) This device must accept any interference received including interference may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to wthe receiver is connected.
- Consult the dealer or an experienced radiotv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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